MICKEY'S PARK RANGERS

EXPLORE
DISCOVER
COLLECT

ON THE RIVERS OF AMERICA

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Hey there! I'm Park Ranger Mickey, inviting you to join Mickey's Park Rangers!

You can complete the activities and puzzles in this Adventure Guide to earn all the Ranger Stamps!

Want to be a true Mickey's Park Ranger? Here are 5 great Ranger Tips!

1. Get outdoors and develop your orienteering skills by creating a map of your backyard or park!
2. Seek out possibilities for exploration and play with family and friends outside!
3. Try water activities like canoeing, kayaking, and snorkeling to enjoy the outdoors!
4. Take a field guide with you to learn more about the animals and plants that live near your home!
5. Pick up trash and recycle! Join a clean-up crew to keep habitats healthy for animals.

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ADVENTURE GUIDE

This book belongs to:

_____

3 STEPS TO BEING A MICKEY'S PARK RANGER

1. EXPLORE

Visit the *Rivers of America*, *Pirate's Lair on Tom Sawyer Island*, the river craft, and the *Disneyland Railroad*!

2. DISCOVER

When you arrive at each location, complete the puzzles and activities on each page. Sometimes you can't complete a puzzle until you reach a specific location.

3. COLLECT

Take your completed puzzles to a Ranger Reward Spot:

- The Ranger Station at the New Orleans Square Raft Dock
- ***Pieces of Eight*** in New Orleans Square
- ***Ray's Berets*** in Bayou Country
- ***Pooh Corner*** in Bayou Country
- ***Pioneer Mercantile*** in Frontierland

You will receive a Ranger stamp for completing your mission!

INITIATION

Any Ranger Reward Spot

To be a Mickey's Park Ranger, visit unique outdoor locations to **explore**, **discover**, and **collect**. Along the way, earn stamps that show your accomplishments as a Mickey's Park Ranger!

To complete your first activity, **find a friend and recite the Ranger Pledge.**

I, _____, HEREBY PLEDGE:

- **TO EXPLORE OUR AMAZING PLANET!**
- **TO SHARE WHAT I DISCOVER!**
- **TO COLLECT EXPERIENCE AND KNOWLEDGE!**
- **AND TO HELP KEEP OUR WORLD SWELL!**

OH, BOY!

Now **you can earn stamps**! Visit the locations marked in this booklet and complete the activities! A complete list of the activities is shown on the inside of the back cover. After completing activities in each section, you can get a stamp at any Ranger Reward Spot.

PIRATE'S LAIR ON TOM SAWYER ISLAND

ANY RANGER STATION
STAMP HERE

There are lots of things to see at *Pirate's Lair on Tom Sawyer Island.*

Start at the Mickey's Park Ranger sign at the New Orleans Square Raft Dock. Take a raft to the island to begin your adventure!

Once you have completed at least one activity in this section, you have earned your stamp!

The stamp for this section can be redeemed at the New Orleans Square Raft Dock or any Ranger Reward Spot.

SPELUNKING

Abandoned Cave Entrance

CHECK THE BOX WHEN COMPLETE!

Spelunking is the hobby of exploring caves! Boy, is this island covered in caves! There are old entrances hidden all over.

As you begin your journey, look for an abandoned cave entrance that's been boarded up just near the Raft Dock. Overhead, you'll see a poem painted on the rocks!

Write in the missing word and you'll finish the **spelunking activity!**

WHAT WAS THE PIRATE'S LAST WORD?

RANGER FACT: At 120 feet long, *Dead Man's Grotto* is the longest cave on the island.

PICNICKING

Pirate's Lair on Tom Sawyer Island

The ducks are having a picnic by a pier on Tom Sawyer Island!
Write their picnic foods in the blanks.

Put meat, cheese, and veggies between slices of bread

_ _ _ _ _ _ _ _ _

Heat a bag of kernels until they explode

_ _ _ _ _ _ _ _

Put a sausage in a bun and cover with ketchup and mustard

_ _ _ _ _ _ _ _

Bake flour, sugar, and fillings and top with frosting and candles

_ _ _ _ _

Cut up a large juicy fruit and spit out the seeds

_ _ _ _ _ _ _ _ _ _ _

Put a ground beef patty between buns

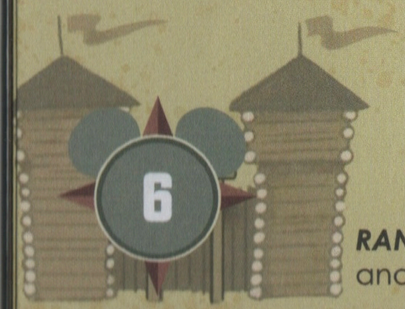
_ _ _ _ _ _ _ _ _

Chop up apples, berries, and grapes and mix together

_ _ _ _ _ _ _ _ _ _

Reading top to bottom, the letters in the green boxes spell a word. **Write the word in the space below.**

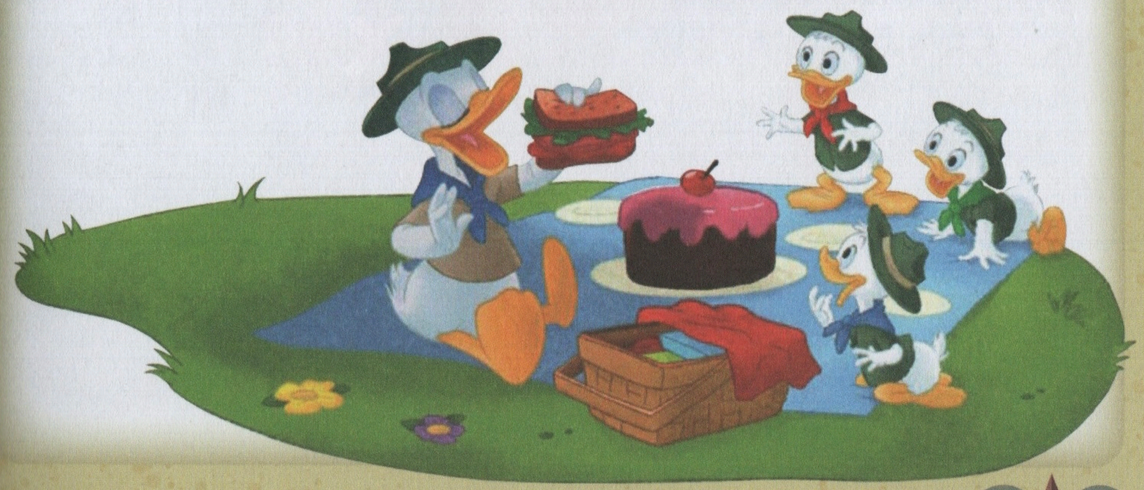
WHAT DID THE DUCKS COME TO?



RANGER FACT: On the island, there's a tree that has Tom Sawyer and Becky Thatcher's first names carved into its bark.

Then draw what foods and drinks you would serve at your island picnic!
When you do, you'll finish the activity!

CHECK THE BOX WHEN COMPLETE!

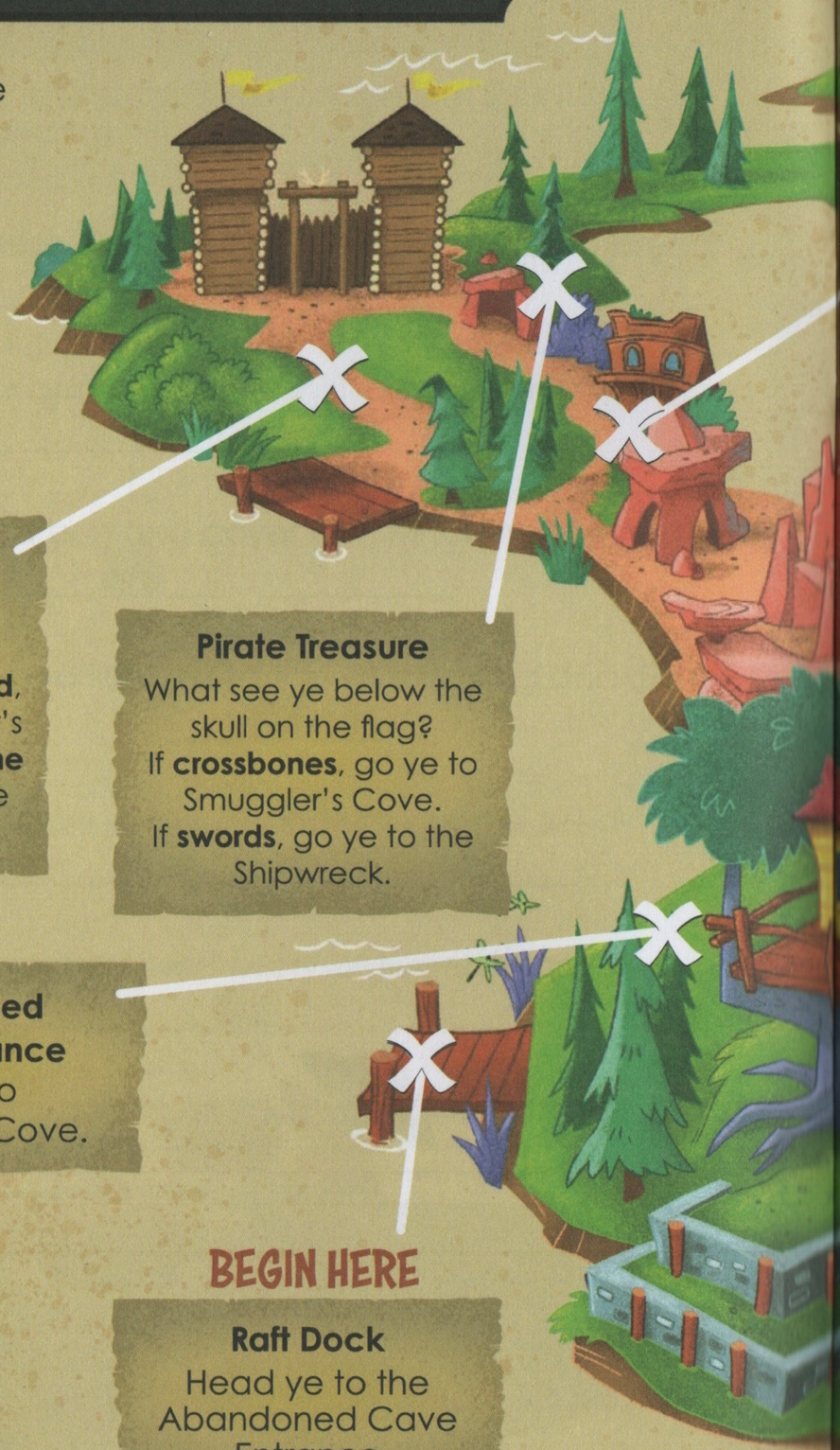


RANGER FACT: A good Mickey's Park Ranger practices leave-no-trace camping, packing out what they bring in.

ORIENTEERING

Pirate's Lair on Tom Sawyer Island

Orienteering is the skill of following a map. To find the pirate captain's favorite item, **begin at the Raft Dock and follow the trail** to finish the **orienteering activity!**



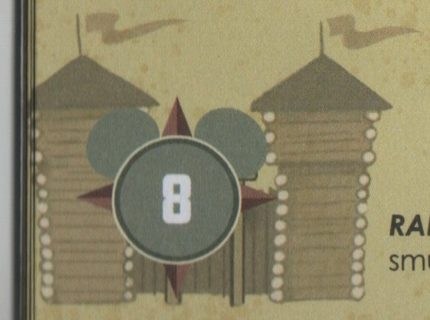
Fort Wilderness
Where be the fort's sign?
If it is **on the ground**, go ye to Smuggler's Cove. If it is **over the gate**, go ye to the Shipwreck.

Pirate Treasure
What see ye below the skull on the flag?
If **crossbones**, go ye to Smuggler's Cove.
If **swords**, go ye to the Shipwreck.

Abandoned Cave Entrance
Go ye to Smuggler's Cove.

BEGIN HERE

Raft Dock
Head ye to the Abandoned Cave Entrance



RANGER FACT: Lafitte's Tavern is named after Jean Lafitte, a smuggler known as "The Gentleman Pirate of New Orleans."

CHECK THE BOX WHEN COMPLETE!

Shipwreck
Entering the shipwreck, there be a painted symbol above and the captain's item beyond!
If the symbol be a **skull and crossbones**, the item be on the wall.
If the symbol be a **treasure chest**, the item be on the ceiling.

Castle Rock
What see ye on the flag atop the rock?
If a **skull and crossbones**, go ye to the Pirate Treasure.
If a **pirate ship**, go ye to Fort Wilderness.

Smuggler's Cove
When ye at the cove entrance, how many harpoons see ye on the wall of the shack?
If **three**, go ye to the Raft Dock.
If **two**, go ye to Castle Rock.

WHAT IS THE CAPTAIN'S ITEM?

RANGER FACT: In Mark Twain's *The Adventures of Tom Sawyer*, Tom, Huck Finn, and Joe Harper pretend to be pirates on Jackson Island.

BOTANY

Pirate's Lair on Tom Sawyer Island

Pirate's Lair on *Tom Sawyer Island* is covered in many wonderful plants. You'll find flowers, bushes, trees, and grasses all over the island. The study of plants is called **botany**.

Each plant below can be found on the island. But each is missing a letter. **Fill in the missing letters of the plants' names** and you'll identify a building on the island that a botanist might live in. **Name the building!**

s		r	a	w	b	e	r	r	y
c	e	d	a						
	l	m							
P	i	n							
	o	l	l	y					
w	i	l	l		w				
P	l		m						
	y	c	a	m	o	r	e		
l	a	u	r		l				

WHERE WOULD A BOTANIST LIVE?

RANGER FACT: There are over 40 species of plants on the island.

Then, to finish the **botany activity**, look around the island and **find some interesting leaves and trees**. When you do, **draw them below!**

CHECK THE BOX WHEN COMPLETE!

RANGER FACT: One of the island's plants is the Mickey Mouse plant, so named because its black petals look like ears!

BLACKSMITHING

Blacksmith Shop

CHECK THE BOX WHEN COMPLETE!

Near Pirate Point, you'll come across a small blacksmith shop where they use the tools listed below. In each row of the puzzle grid below, **black out the letters in the word in order reading left to right**, skipping over letters as needed.

Here's how you'd do ANVIL:

A	N	P	V	A	T	C	I	L	H

Black out the letters in these words, reading left to right.

LEATHER	L	E	T	A	H	T	E	H	E	R
HAMMER	F	H	A	M	M	L	E	R	A	T
INGOT	M	I	E	N	T	G	A	O	L	T
ASHES	A	I	S	H	E	T	E	S	M	S
SWORD	F	S	O	W	U	O	N	R	D	D
ARMOR	A	R	U	N	M	O	D	R	E	R
FORGES	F	O	R	P	G	E	O	S	N	Y
APRONS	A	P	F	E	R	E	O	T	N	S

When you've blacked out all the words, you can **read a question in the remaining letters**. That will give you a clue.

_____ _____ _____ _____

_____ _____ _____ _____

The answer to this clue is something a blacksmith makes. **Write the answer below** to finish the **blacksmithing activity!**

WHAT IS THE ANSWER?

RANGER FACT: The blacksmith shop features a grinding wheel powered by a flume of water.

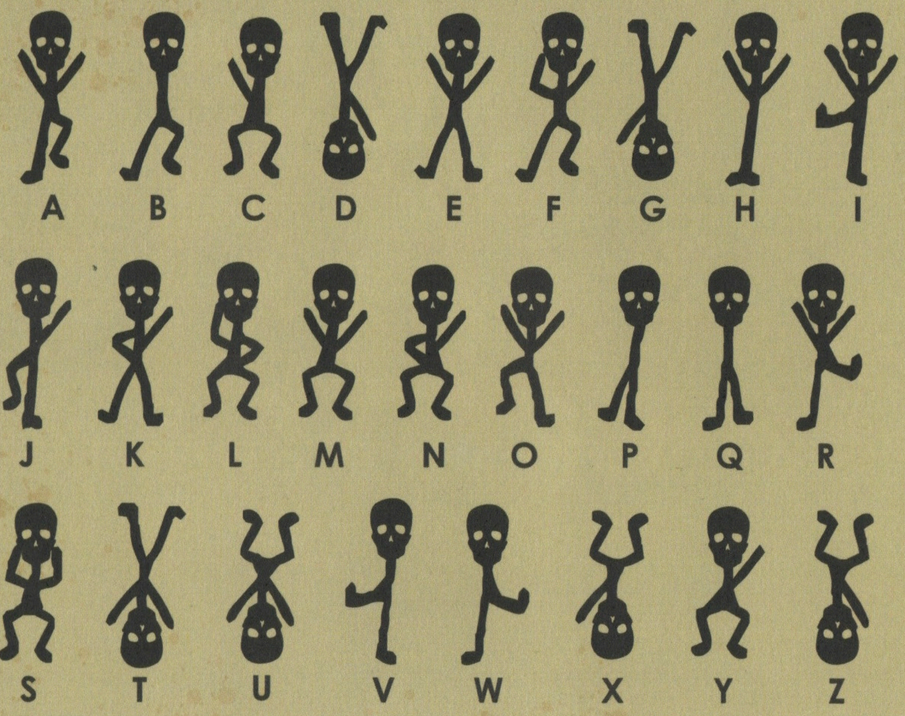
PIRATE LORE

Pirate's Lair on Tom Sawyer Island

CHECK THE BOX WHEN COMPLETE!

It's time to discover the true secret of *Pirate's Lair on Tom Sawyer Island*. Inside the entrance to the Shipwreck next to Fort Wilderness is a coded message showing the dancing pirate skeletons below.

Decode the skeletons' message using this key.



E								E				E
										E	E	
			E									
		E										

Once you decode the pirate message, **use the five answers to the previous five puzzles**. You'll discover what the pirates have hidden! By completing the puzzle you'll finish the **pirate lore activity!**

WHAT DID PIRATES HIDE?

RANGER FACT: Pirates may have worn eyepatches to see well both above and below decks.

THE RIVERS OF AMERICA

RAY'S BERETS or POOH CORNER

STAMP HERE

Let's see what's on the river!
Whether you go by the *Mark Twain Riverboat*, the *Sailing Ship Columbia*, or *Davy Crockett's Explorer Canoes*, keep a lookout for all sorts of neat things along the river.

Once you have completed at least one activity in this section, you have earned your stamp!

The stamp for this section can be redeemed at Ray's Berets and Pooh Corner in Bayou Country, or at any Ranger Reward Spot!

NAVIGATION

Rivers of America

CHECK THE BOX WHEN COMPLETE!

To navigate the *Rivers of America*, you need to know the rivers in America! On the map below, you'll see six of the longest.

Now, looking at the compass rose to the right of the map, find one letter in each river by answering these questions. You'll use each river only once.

What's the first letter of the northwesternmost river?
What's the sixth letter of the river that is closest to Disneyland?
What's the sixth letter of the easternmost river?
What's the fifth letter of the river that empties into another river?
What's the ninth letter of the southernmost river?
What's the seventh letter of the only river you haven't used?

Then **put those letters together** for what you'll see on the rivers and finish the **navigation activity!**

WHAT DO YOU SEE ON THE RIVERS?

RANGER FACT: The plants around the *Rivers of America* are from the Mississippi, Columbia, Rio Grande, and Missouri rivers.

CANOEING

Davy Crockett's Explorer Canoes

CHECK THE BOX WHEN COMPLETE!

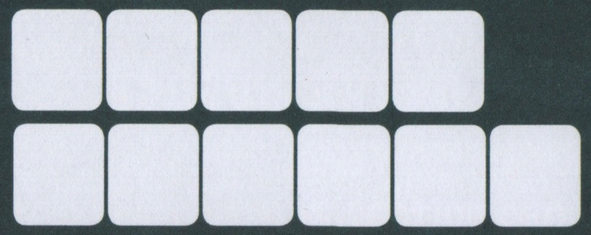
If you board *Davy Crockett's Explorer Canoes*, you'll get a real workout! You have to paddle around the river to make your canoe go!

To make the trip lots of fun, we sing the canoeist's song. You probably know it. It goes like this!

Row, ro, row your bot,
Genly down th steam!
Merriy, merrly, merriy, merrly,
Lif i but a dream!

Oh no! The song is missing a few letters. Figure out what letters are missing and **write the missing letters** on the line below to finish the canoeing activity. You'll **spell the name of some flowers** you might see along the way!

WHAT ARE THE FLOWERS CALLED?



RANGER FACT: The canoe guides ride in the bow and the stern.

RAFTING

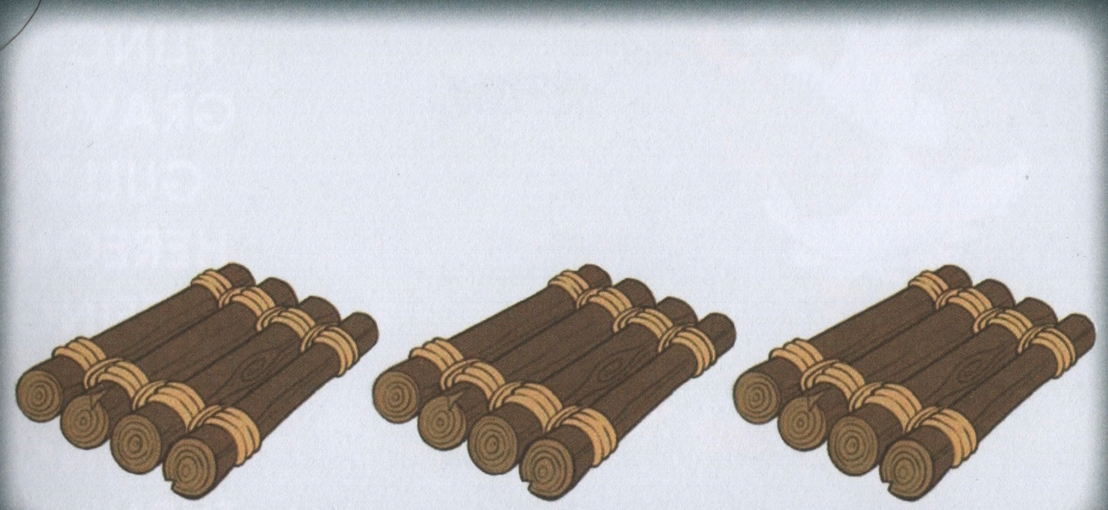
Rafts to Pirate's Lair on Tom Sawyer Island

CHECK THE BOX WHEN COMPLETE!

To get to *Pirate's Lair* on *Tom Sawyer Island*, you can't just walk across the river... you'll need to take a raft. It's a short journey from Frontierland to the island landing. Here's a story of some ducklings who are training to be raft captains.

Six ducklings: the boys **Huey**, **Dewey**, and **Louie**, and the girls **April**, **May**, and **June**, took three rafts to the island.

- Each raft held two ducks.
- Each raft was only used once.
- **April** didn't go on a raft with any of the boys.
- **Louie** didn't go on a raft with any of the girls.
- **Dewey** didn't go on a raft with **May**.
- **Huey** went on a raft with a girl, but not **June**.



Which raft does each duck go on?

RANGER FACT: The treasure chest mounted on each raft features the name of legendary pirates: Blackbeard, Anne Bonny, or Captain Kidd!

BIRDWATCHING

Rivers of America

Around the island, you will see a variety of bird species. You might see ducks, geese and even an exotic-sounding bird named a cormorant.

Here's a list of bird species, except each has one extra letter. For example, you could remove the first "R" from REGRET to get EGRET. **Black out each word's extra letter to make the name of a bird species!** But watch out, because sometimes losing a letter means the word won't sound the same!

BEAGLE
BOWL
CLARK
CROWN
DROVE
FLINCH
GRAVEN
GULLY
HEREON
PUFFING
ROBING
SWANK
TURNKEY

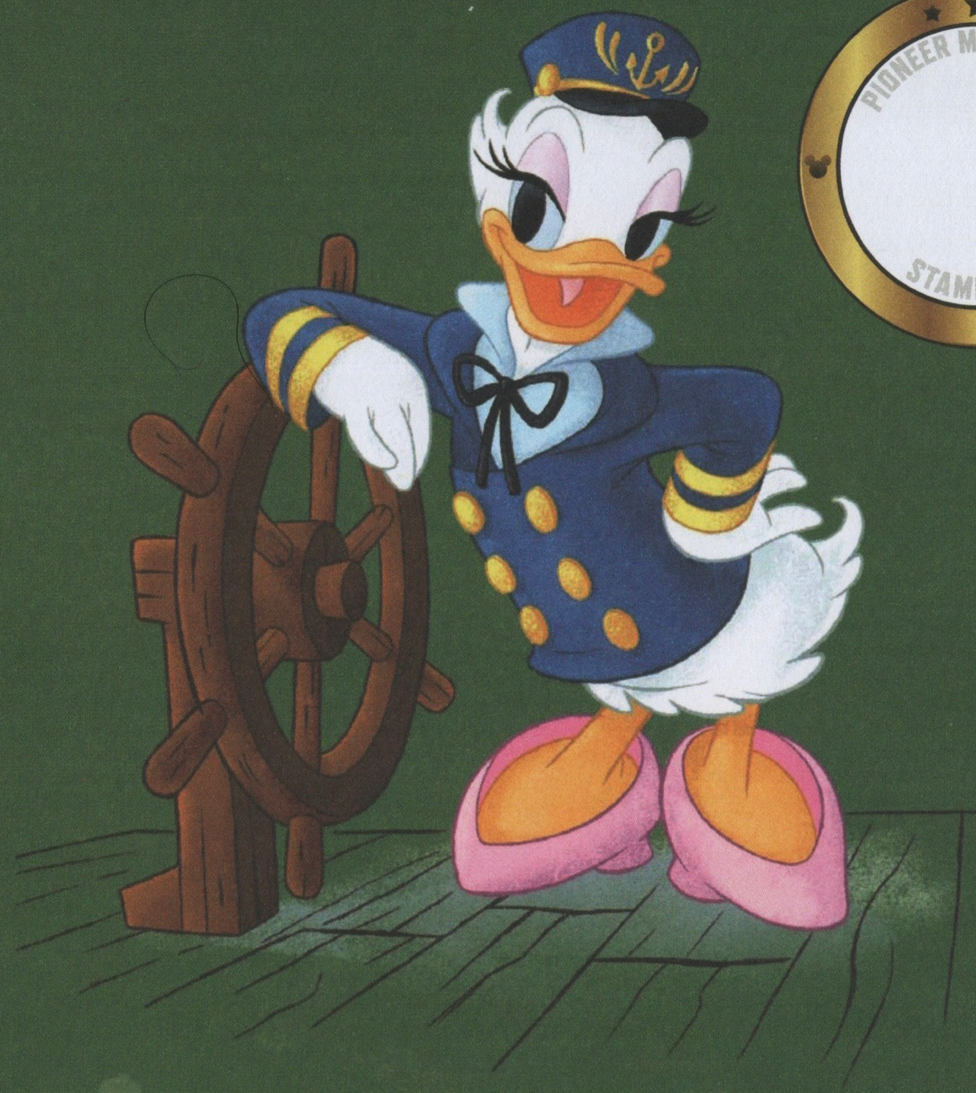
RANGER FACT: The aquatic life in the *Rivers of America* includes carp, catfish, and red-eared slider turtles.

Next, search the *Rivers of America* for real, live birds! It doesn't matter if it's a duck or a goose or something else, **draw it here!** When you do, you'll finish the **birdwatching activity!**

CHECK THE BOX WHEN COMPLETE!

RANGER FACT: Look for dark-winged cormorants on the *Rivers of America*. Their name means "sea raven."

THE SHIPS



Hop on board the *Mark Twain Riverboat* or the *Sailing Ship Columbia* to earn this Mickey's Park Ranger stamp!

Once you have completed at least one activity in this section, you have earned your stamp!

The stamp for this section can be redeemed at Pioneer Mercantile in Frontierland or any Ranger Reward Spot.

ANIMAL FRIENDSHIP

Mark Twain Riverboat

CHECK THE BOX WHEN COMPLETE!

The river and its banks are home to many animals. You can spot them as you journey on the ***Mark Twain Riverboat*** around the island. When you see an animal, **write its name where it fits in the spaces below**. Use only one letter per blank. We've given you some letters for each animal. When you find them all, you'll finish the **animal friendship activity!**

M _ O _ E

E _ _ _ E

B _ _ _ ER

M _ _ _ T _ _ _ _ _ _ _ N

R _ C _ _ _ N

S _ _ _ K

D _ _ R

E _ K

H _ _ _ E

D _ G

RANGER FACT: The study of animal behavior is called ethology.

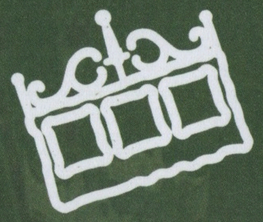
PADDLEWHEELING

Mark Twain Riverboat

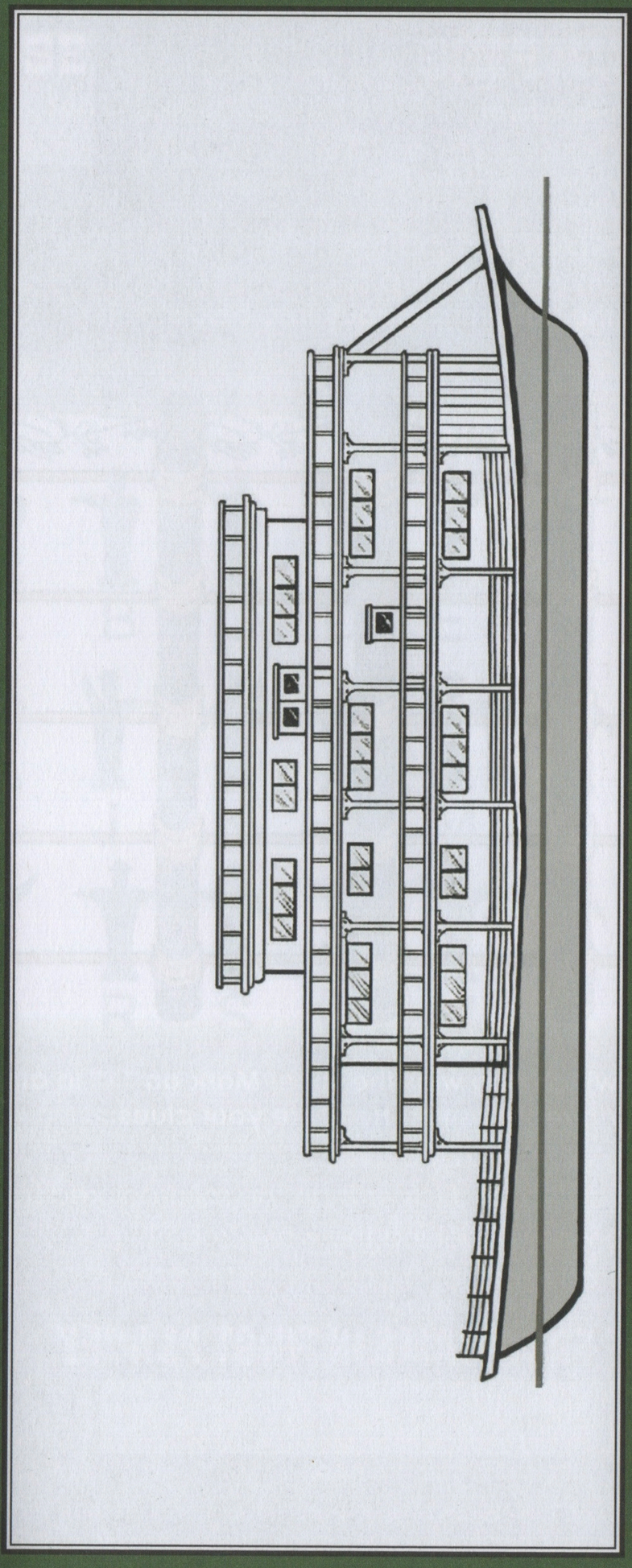
The *Mark Twain Riverboat* is a 28-foot-high and 105-foot-long "Stern-Wheeler," with a paddle wheel that helps move the boat forward and back. Here's a diagram of the *Mark Twain Riverboat!*

Draw in the parts of the riverboat that are missing to earn your **paddlewheeling stamp!**

- Smokestacks
- American Flag
- Wheel House
- Paddle Wheel
- Disneyland Flag



RANGER FACT: Mark Twain is the pen name of author Samuel Langhorne Clemens, who was once a riverboat pilot.



CHECK THE BOX WHEN COMPLETE!

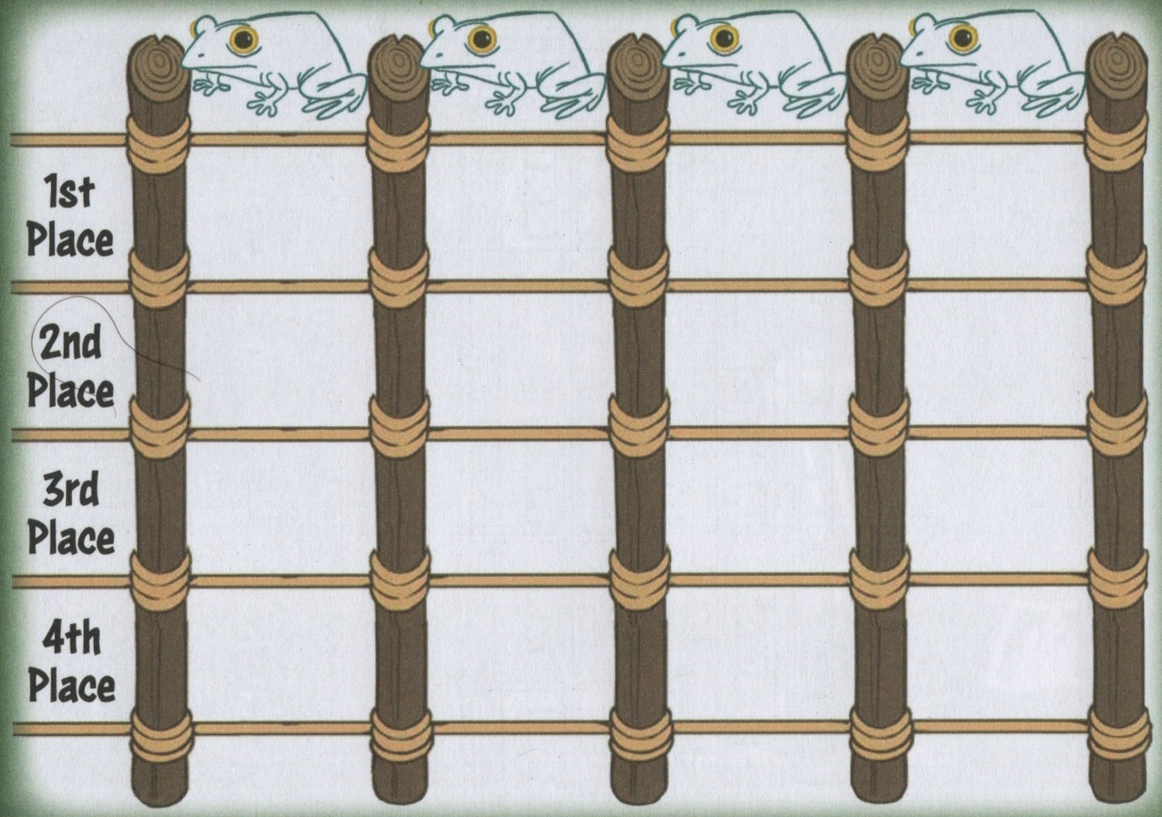
- American Flag
- Paddle Wheel
- Disneyland Flag
- Smokestacks
- Wheel House

FROG-JUMPING

Mark Twain Riverboat

CHECK THE BOX WHEN COMPLETE!

The riverboat crew observed four frogs hopping on the riverbank racing towards a stump! Each frog has a different pattern: one wavy, one spotted, one striped, and one solid-colored. **Draw the patterns on each frog below.**



Then figure out which frog wins the race! Mark an "X" in any box that isn't a correct answer. Here are your clues:

1. The wavy frog didn't win the race.

2. The spotted frog jumped faster than the solid-colored frog.

3. The stripy frog was just behind the wavy frog.

4. The solid-colored frog didn't come in last place.

WHAT FROG CAME IN FIRST PLACE?

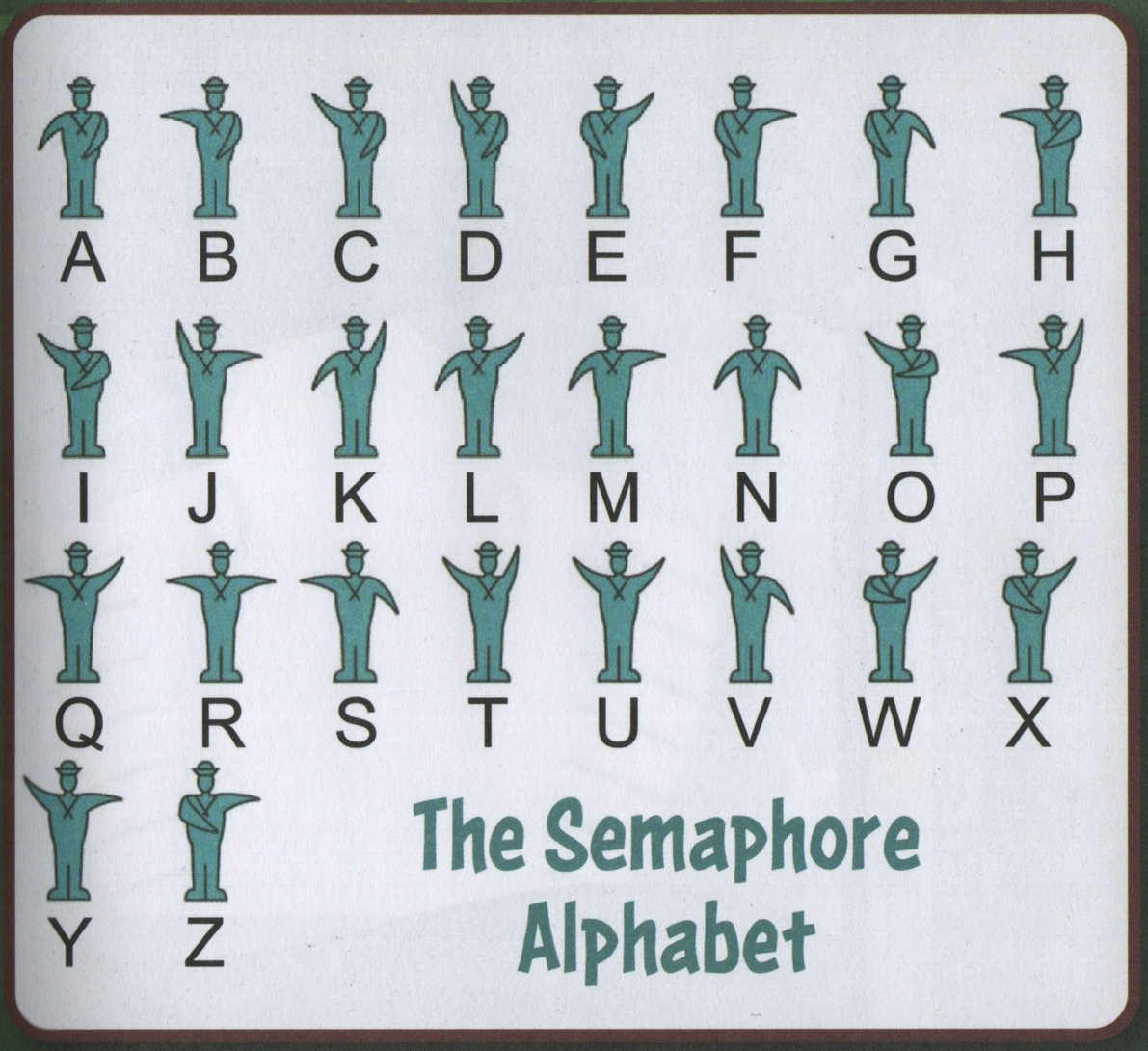
RANGER FACT: A steam engine converts water from the river into steam, which powers the large paddle that propels the boat.

SEMAPHORE

Sailing Ship Columbia

CHECK THE BOX WHEN COMPLETE!

On the ***Sailing Ship Columbia***, every sailor must know how to communicate with other sailors from far away. So, they use semaphore, a code where they hold flags out to spell words.
You can, too, even without flags! Look below and practice your name in **semaphore** while you are on the sailing ship!



Spell your name in semaphore to a friend and finish the **semaphore activity!**

RANGER FACT: The numbers 1 to 9 in semaphore are the same as the letters A to I. The 0 is a K, though!

FLAGMAKING

Sailing Ship Columbia

CHECK THE BOX WHEN COMPLETE!

Every ship needs a flag. This is your chance to create a flag for your very own ship. **Fill in the flag below with your own design.** Then name your ship! When you've created your flag, you'll finish the **flagmaking activity!**

YOUR SHIP'S NAME:

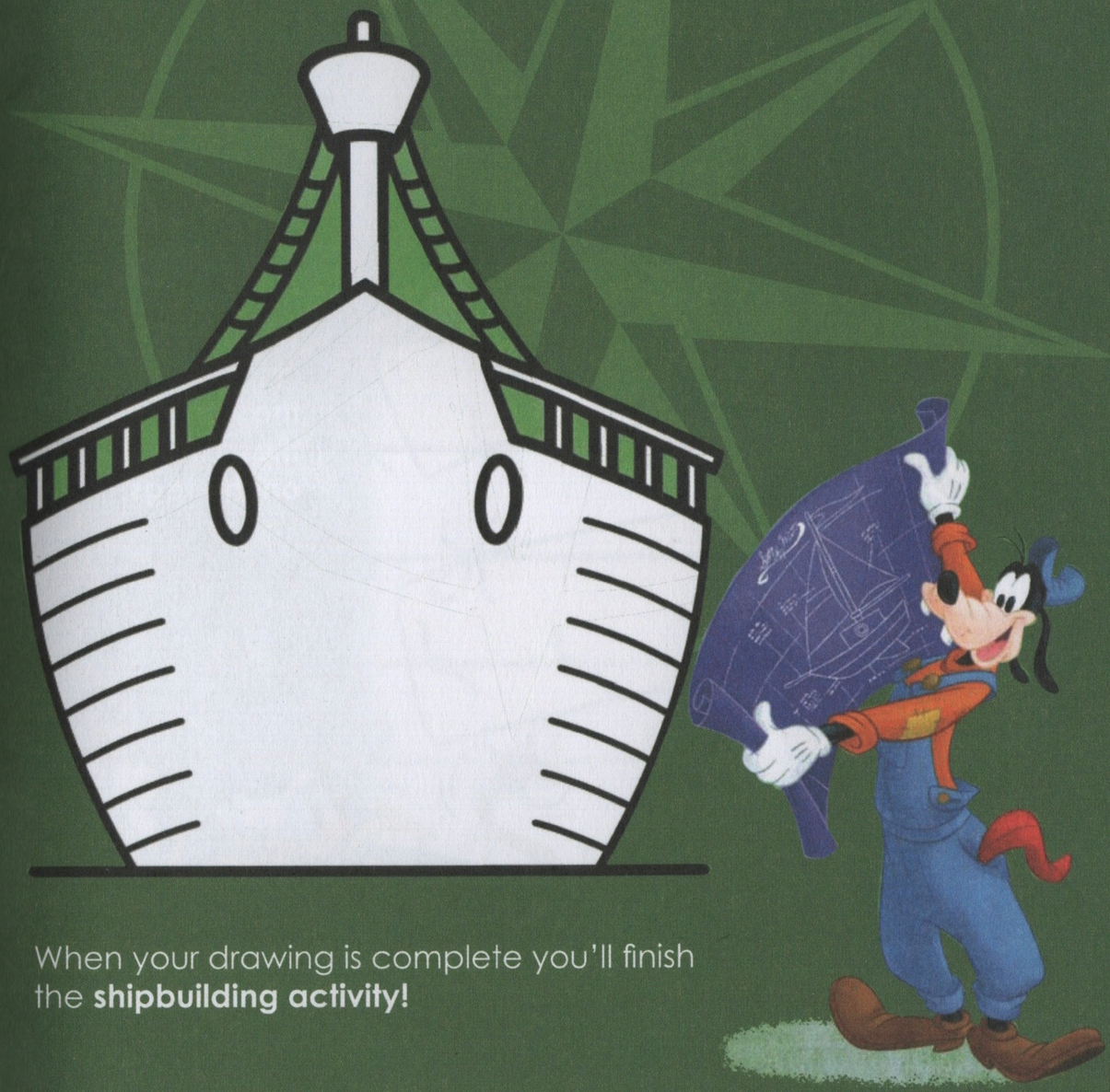
RANGER FACT: Below deck on the *Sailing Ship Columbia*, you'll see the living conditions of 18th-century sailors.

SHIPBUILDING

Sailing Ship Columbia

CHECK THE BOX WHEN COMPLETE!

Once you've created your flag, you can design your masthead. A masthead is a wooden statue found on the front of a ship. **Draw your own masthead** with the perfect design that makes your ship unique.



When your drawing is complete you'll finish the **shipbuilding activity!**

RANGER FACT: The *Sailing Ship Columbia* has several cannons on board to repel pirate attacks!

KNOTWORK

Fowler's Harbor

CHECK THE BOX WHEN COMPLETE!

A sailor needs to know how to tie knots! And it's not as simple as tying your shoe laces.

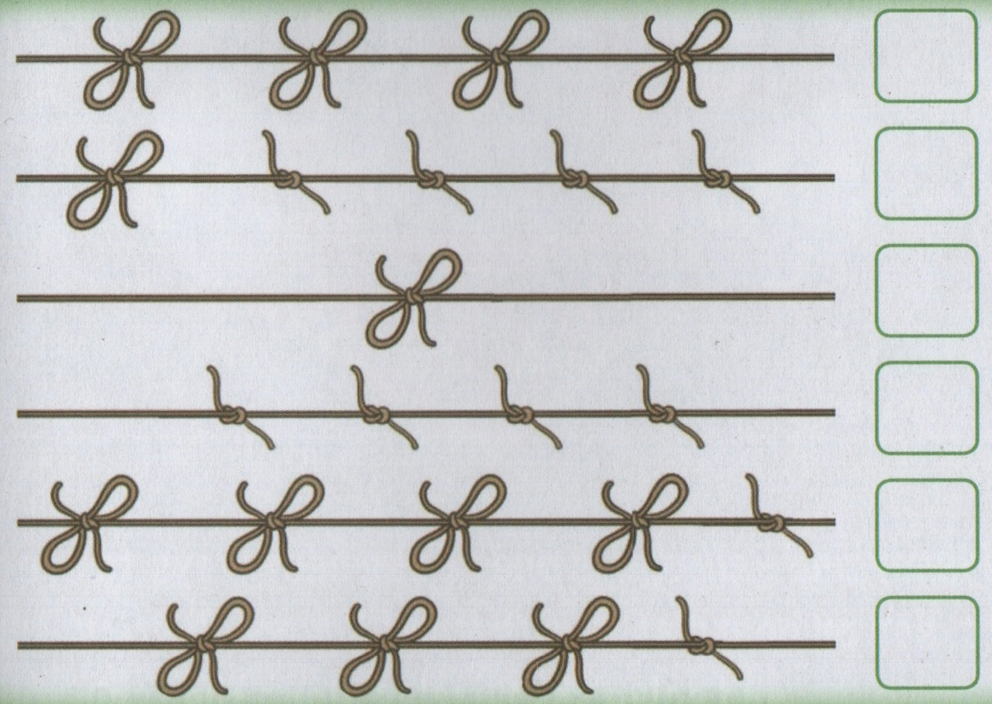
To find some real sailors' knots, go to Fowler's Inn on the back side of the *Harbour Galley* building.

When you're there, **find a rope with five knots** and **write down the names of these three knots on the tags.**

RANGER FACT: Macramé is another style in which a sailor would tie knots. You can find some pieces of macramé on display at Pelican's Landing.

You can also use knots to leave a message for your fellow Rangers. The knot code turns the alphabet into numbers.
A regular knot counts as 1. A bow counts as 5.
Add up the knot numbers in a line and you'll get a letter.

A	B	C	D	E	F	G	H	I
1	2	3	4	5	6	7	8	9
J	K	L	M	N	O	P	Q	R
10	11	12	13	14	15	16	17	18
S	T	U	V	W	X	Y	Z	
19	20	21	22	23	24	25	26	



Finish the knotwork activity, decode Donald's words.

HE'S SAYING HE'S ☐☐☐☐ ☐☐!

RANGER FACT: The *Columbia Rediviva* discovered the Columbia River, which was named for the ship.

THE DISNEYLAND RAILROAD

The *Disneyland Railroad* is one of the best ways to see the sights. Hop on board at *New Orleans Square Station*, salute your engineer, and solve the puzzles along the train route!

Once you have completed at least one activity in this section, you have earned your stamp! The stamp for this section can be redeemed at Pieces of Eight in New Orleans Square, or at any Ranger Reward Spot.

CODEBREAKING

New Orleans Square Station

CHECK THE BOX WHEN COMPLETE!

Head to *New Orleans Square Station* and you'll hear some clickety-clacking. That's called **Morse code**, which assigns short and long beeps to letters of the alphabet for communication on a telegraph. You will **find a sign at the station's platform** that can teach you all about Railroad Morse, a version of Morse code from the 1800s.

The message you're hearing is what Walt Disney said as he opened Disneyland more than 70 years ago. You'll need to translate the last word from Railroad Morse by studying this sign.

Walt Disney said:

TO ALL WHO COME TO THIS HAPPY PLACE,

Translate the word above written in Railroad Morse code and finish the **codebreaking activity!**

WHAT IS THE LAST CODED WORD?

RANGER FACT: The first Railroad Morse message was sent from the U.S. Capitol to the B&O Railroad in Baltimore, Maryland.

SIGHTSEEING

Between New Orleans Square Station and Mickey's Toontown Station

CHECK THE BOX WHEN COMPLETE!

Between *New Orleans Square Station* and *Mickey's Toontown Station*, you'll see lots of sights on the *Rivers of America*.

But wait! Each thing you see has been broken into two words and mixed up. You can put each original word back together by saying the correct word pairs out loud. For example, STAY and SHUN would make STATION. **Match each word from the left column with one from the right to make words and finish the sightseeing activity!**

CAB	NEWS
AISLE	REST
FOUR	BIN
PIE	MALLS
CAN	AND
ANNA	RITZ

RANGER FACT: A crew's engineer drives the train, the fireman stokes the boiler, and the two conductors tend to the riders.

CONDUCTING

Between Mickey's Toontown Station and Tomorrowland Station

CHECK THE BOX WHEN COMPLETE!

Learn to be a train conductor! You'll have to learn all about the trains found on the *Disneyland Railroad*. Fill in the missing letters to spell a word reading down and finish the **conducting activity!**

Metal things the train rides on	r a i ■ s
Car at the back of the train	c a b o ■ s e
What the train runs along	t r a ■ k s
Where the train stops	s t a t i ■ n
Hot stuff that powers the train	s t e a ■
Passenger car in the train	g ■ n d o l a
How the train tells you it's coming	w h i s ■ l e
Where water goes in the train	b o ■ l e r
Where the train expels hot air	v a l ■ e
What makes the train go	■ n g i n e

WHAT WORD DID YOU SPELL?

RANGER FACT: The grand circle tour on the *Disneyland Railroad* is 6,531 feet, or 1 1/4 miles.

EAGLE EYE

Between Tomorrowland Station and Main Street Station

CHECK THE BOX WHEN COMPLETE!

To the right of the train, you'll see the Grand Canyon and Primeval World dioramas. All sorts of animals are on display, including some amazing dinosaurs! While you're in the tunnel, **look for these animals**, and **check off as many as you can spot**! When you do, you'll prove you have an **eagle eye!**

GRAND CANYON

- ☐ Roadrunner
- ☐ Rattlesnake
- ☐ Horned Toad
- ☐ Rabbit
- ☐ Bobcat
- ☐ Steller's Jay
- ☐ Mountain Lion
- ☐ Western Bluebird
- ☐ Porcupine
- ☐ Skunk
- ☐ Golden Eagle
- ☐ Deer
- ☐ Raven
- ☐ Wild Turkey
- ☐ Bighorn Sheep
- ☐ Flicker
- ☐ Wren

PRIMEVAL WORLD

- ☐ Giant Snail
- ☐ Giant Dragonfly
- ☐ Edaphosaurus
- ☐ Brontosaurus
- ☐ Pteranodon
- ☐ Triceratops
- ☐ Ornithomimus
- ☐ Stegosaurus
- ☐ Tyrannosaurus Rex

RANGER FACT: Scientists now believe many dinosaurs had feathers. Birds are descended from dinosaurs!

PALEONTOLOGY

Between Tomorrowland Station and Main Street Station

CHECK THE BOX WHEN COMPLETE!

Paleontology is the study of fossils to understand life long ago – like dinosaurs! In Primeval World, you'll see lots of dinosaurs. Each dinosaur you'll see is known for a special feature, but it's been scrambled. **Unscramble the dinosaur features** and finish the **paleontology activity!**

BRONTOSAURUS	CKEN	☐☐☐☐
T. REX	HETET	☐☐☐☐☐
STEGOSAURUS	RMOAR	☐☐☐☐☐
TRICERATOPS	SROHN	☐☐☐☐☐
PTERANODON	GSNIW	☐☐☐☐☐

RANGER FACT: The Brontosaurus weighed up to 15 tons. That's heavier than a school bus!

RAILROAD LOOKOUT

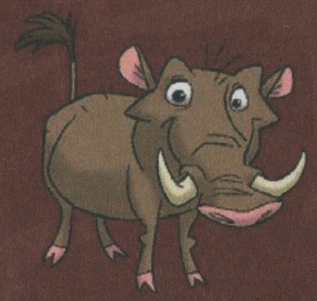
Between Main Street Station and New Orleans Square Station

CHECK THE BOX WHEN COMPLETE!

The train is leaving *Main Street Station*! Don't just sit back and relax. Mickey's Park Rangers have to keep their eyes open for all the local sights.

Between *Main Street Station* and *New Orleans Square Station*, you'll see **an animal on the right side of the train**. What animal is it? You can find out by looking at the animals below. **Circle one letter under each arrow and spell the name of the animal** seen on this leg of the trip to finish the **railroad lookout activity!**

P	E	N	G	U	I	N
W	A	R	T	H	O	G
L	O	B	S	T	E	R



WHAT ANIMAL DID YOU SEE?

HINT:

RANGER FACT: The locomotives are called the *C.K. Holliday*, the *E.P. Ripley*, the *Fred Gurley*, the *Ernest S. Marsh*, and the *Ward Kimball*.

MASTER RANGER BADGE

Any Ranger Reward Spot

Once you have all **5 Ranger Stamps** show your **Park Ranger booklet to a Cast Member** at any Ranger Reward Spot to earn your **Master Ranger Badge** sticker! Thanks for being a great Mickey's Park Ranger!

RANGER STAMP CHECKLIST

Pg 3 **INTRODUCTION**
- ○ Initiation

Pg 4 **PIRATE'S LAIR ON TOM SAWYER ISLAND**
- ○ Spelunking
- ○ Picnicking
- ○ Orienteering
- ○ Botany
- ○ Blacksmithing
- ○ Pirate Lore

Pg 14 **THE RIVERS OF AMERICA**
- ○ Navigation
- ○ Canoeing
- ○ Rafting
- ○ Birdwatching

Pg 20 **THE SHIPS**
- ○ Animal Friendship
- ○ Paddlewheeling
- ○ Frog-Jumping
- ○ Semaphore
- ○ Flagmaking
- ○ Shipbuilding
- ○ Knotwork

Pg 30 **THE DISNEYLAND RAILROAD**
- ○ Codebreaking
- ○ Sightseeing
- ○ Conducting
- ○ Eagle Eye
- ○ Paleontology
- ○ Railroad Lookout